Amendments to the Claims

Please amend the claims as follows:

1. (currently amended) A method of simulating the creation of a mock artist's work from an electronically stored image, comprising the steps of:

associating each of a plurality of pixels in the electronically stored image with at least one display parameter value;

storing at least one texture corresponding to a mock artist style;

automatically selecting a plurality of separate portions of the electronically stored image according to a sequence, at least a plurality of such portions each including a plurality of pixels that are ~~sufficiently close~~adjacent to one another to together form a contiguous portion of the image display, and where each pixel in the plurality of pixels has the same at least one display parameter value, wherein the selecting step includes determining a sequence for the portions of the electronically stored image such that at least one selected portion in the sequence is not contiguous with an immediately preceding selected portion in the sequence; and

automatically displaying, in the sequence, on a computer display device, a representation of each selected portion of the electronically stored image based upon the at least one texture in each selected portion of the electronically stored image.

2. (original) The method of simulating the creation of a mock artist's work from an electronically stored image according to claim 1, further comprising the step of creating a hard copy of the image displayed on the computer monitor after all of the portions of the electronically stored image have been displayed.

3. (previously amended) The method of simulating the creation of a mock artist's work from an electronically stored image according to claim 1, wherein the selecting step includes the step of automatically identifying groups of pixels in the electronically stored image which have similar parameter values as a single portion, wherein the parameter values of each selected portion are different from the parameter values of the other selected portions.

4. (original) The method of simulating the creation of a mock artist's work from an electronically stored image according to claim 3, wherein the parameter values are grey scale or color values.

5. (canceled)

6. (previously amended) The method of simulating the creation of a mock artist's work from an electronically stored image according to claim 1, wherein the selecting step includes the steps of:

automatically identifying groups of pixels in the electronically stored image which have similar parameter values as single portions; and

determining a sequence for the portions of the electronically stored image such that separate portions having similar parameter values are grouped in the sequence.

7. (previously amended) The method of simulating the creation of a mock artist's work from an electronically stored image according to claim 1, wherein the displaying step includes the step of gradually displaying the representation for at least one portion by visually gradually displaying a texture across the portion.

8. (previously amended) The method of simulating the creation of a mock artist's work from an electronically stored image according to claim 7, wherein the displaying step further includes the steps of:

automatically moving an icon across the computer monitor at areas corresponding to the selected portions; and

displaying the representation of each selected portion along the path traversed by the icon.

9. (original) The method of simulating the creation of a mock artist's work from an electronically stored image according to claim 8, wherein the icon is moved according to a predetermined pattern.

10. (original) The method of simulating the creation of a mock artist's work from an electronically stored image according to claim 8, wherein the representation of each selected portion is first displayed while the icon is at the area corresponding to the portion.

11. (previously amended) The method of simulating the creation of a mock artist's work from an electronically stored image according to claim 1, wherein the step of storing at least one texture includes the step of storing a plurality of textures for each of a plurality of mock artists' styles.

12. (previously amended) The method of simulating the creation of a mock artist's work from an electronically stored image according to claim 11, further comprising the step of selecting a mock artist's style from the plurality of mock artist's styles, and wherein the at least one texture corresponding to the selected mock artist's style is then used in the displaying step.

13. (original) The method of simulating the creation of a mock artist's work from an electronically stored image according to claim 1, further comprising the steps of:

capturing an electronic image from an input device; and

storing the captured electronic image as the electronically stored image.

14. (currently amended) A system for simulating the creation of a mock artist's work, comprising:

a memory having an electronically stored image;

a computer monitor;

a memory having at least one texture corresponding to a mock artist style;

means for associating each of a plurality of pixels in the electronically stored image with at least one display parameter value;

means for automatically selecting portions of the electronically stored image according to a sequence, at least a plurality of such portions each including a plurality of pixels that are ~~sufficiently close~~ adjacent to one another to together form a contiguous portion of the image display, and where each pixel in the plurality of pixels has the same at least one display parameter value, wherein the sequence for the portions of the electronically stored image is selected such that at least one selected portion in the sequence is not contiguous with an immediately preceding selected portion in the sequence; and

means for automatically displaying, in the sequence, on the computer display device a representation of each selected portion of the electronically stored image based upon the at least one texture in the selected portion of the electronically stored image.

15. (original) The system for simulating the creation of a mock artist's work according to claim 14, further comprising an image capture device for capturing and storing the electronically stored image.

16. (original) The system for simulating the creation of a mock artist's work according to claim 15, wherein the image capture device is a video camera.

17. (original) The system for simulating the creation of a mock artist's work according to claim 14, further comprising an output device for creating a hard copy of the displayed image.

18. (previously amended) The system for simulating the creation of a mock artist's work according to claim 14, wherein the means for selecting includes means for automatically identifying groups of pixels in the electronically stored image which have similar parameter values as a single portion, wherein the parameter values of each selected portion are different from the parameter values of the other selected portions.

19. (previously amended) The system for simulating the creation of a mock artist's work according to claim 14, wherein the means for selecting further comprises:

means for automatically identifying groups of pixels in the electronically stored image which have similar parameter values as a single portion; and

means for determining a sequence for the portions of the electronically stored image such that separate portions having similar parameter values are grouped in the sequence.

20. (previously amended) The system for simulating the creation of a mock artist's work according to claim 14, wherein the means for displaying includes means for gradually displaying the representation for at least one portion, by visually gradually displaying a texture across the portion.

21. (previously amended) The system for simulating the creation of a mock artist's work according to claim 20, wherein the means for displaying comprises means for automatically moving an icon across the computer monitor at areas corresponding to the selected portions; and

wherein the means for displaying further comprises means for displaying the representation of each selected portion along the path traversed by the icon.

22. (original) The system for simulating the creation of a mock artist's work according to claim 20, wherein the icon is moved according to a predetermined pattern.

23. (original) The system for simulating the creation of a mock artist's work according to claim 20, wherein the means for displaying first displays the representation of each selected portion while the icon is at the area corresponding to the portion.

24. (previously amended) The system for simulating the creation of a mock artist's work according to claim 14, further comprising a memory storing a plurality of textures for each of a plurality of mock artists' styles.

25. (original) The system for simulating the creation of a mock artist's work from an electronically stored image according to claim 24, further comprising means for selecting a mock artist's style from the plurality of mock artist's styles, and wherein the at least one texture corresponding to the selected mock artist's style is used in the means for displaying.

26. (original) The system for simulating the creation of a mock artist's work according to claim 25, further comprising means for selecting a mock artist's style from the plurality of mock artists' styles; and wherein the means for displaying includes means for displaying at least one texture corresponding to the selected mock artist's style.

27. (currently amended) A photography booth for creating a printed output of a mock artist's drawing or painting image, comprising:

a means for accepting monetary payment to enable creation of the printed output;

a printer;

a computer with memory;

means for storing an image in the computer memory;

means for selecting a mock artist having a predetermined artistic style;

means for storing at least one display texture corresponding to the selected mock artist's predetermined artistic style;

means for associating each of a plurality of pixels in the stored image with at least one display parameter value;

means for automatically selecting portions of the stored image according to a sequence, at least a plurality of such portions each including a plurality of pixels that are ~~proximate~~ adjacent to one another and together form a contiguous portion of the image display, and where each pixel in the plurality of pixels has the same at least one display parameter value, wherein the sequence for the portions of the ~~electronically~~ stored image is selected such that at least one selected portion in the sequence is not contiguous with an immediately preceding selected portion in the sequence; and

means for automatically displaying, in the sequence, on the computer display device a representation of each selected portion of the ~~electronically~~ stored image based upon the at least one texture in the selected portion of the ~~electronically~~ stored image; and

means for printing the mock artist's image.

28. (previously amended) The method of claim 8 further comprising, after at least some of the selected portions are displayed, automatically deleting the textures for at least some of one or more portions and then recreating the deleted textures.

29. (previously amended) The method of claim 28, wherein the deleting takes the appearance of erasing, wherein the icon is automatically moved over the portions being deleted and then again as they are recreated.

30. (previously amended) The method of claim 29, wherein the icon's appearance during erasing is different than its appearance during recreating.